

NYGPL: 9-BALL GUIDELINES AND RULES OF PLAY August 2026

GENERAL

NYGPL's Guidelines and Rules of Play for 8-Ball apply throughout except when specifically superseded by these 9-Ball Guidelines and Rules of Play. This is especially true for issues such as Sportsmanship, Captain Responsibilities, Protests, Referee Function and Responsibility.

SEASON OVERVIEW

During the regular season there will be weekly team matches held in the teams' respective bars. The scheduling will follow the general format and methodology used for 8-Ball. The number of teams advancing to the playoffs and the playoff structure for the season will be determined by the Executive Committee and will be published no later than the third week of the 9-Ball regular season. As a general rule, only the finals will be a race to two matches. The number of teams and the weeks available, with a goal of having the season completed prior to the 4th of July, will be determinant factors.

PLAYOFF AND SEEDING TIE-BREAKERS

In the case of a two-way tie, and the two teams played each other, the winner of the head-to-head match will advance or have the higher seed.

1. In the case of a multi-team tie, these rules apply even if the teams varied in the amount of head-to-head* play. (*head-to-head refers to whatever number of teams are involved in the tie).
2. In the case of a two-way with teams that did not play each other, or in the case of a multi-team tie:
 - a. Head-to-head* match record
 - b. Head-to-head* set record
 - c. Head-to-head* game record
 - d. Overall set record
 - e. Overall game record
 - f. Match/set/game record against teams who won more than half of their matches.

PLAYER FEES, PRIZES, and ROSTERS

1. The current player fee is \$35. There is no grace period as there is in 8-Ball: you play-you pay.
2. The amount of prize money will be dependent upon the number of teams and will be determined by the Executive Committee. The majority of collected player fees will remain with the league with a portion being paid out in prizes
3. A minimum of 4 players must be on the roster at any time. There is no maximum number of paid players that can be on the roster; however, it is not possible for more than 8 players to shoot during a match.
4. Player fees are due at the start of week 1 matches; varying payment arrangements may be made with the Executive Committee.

5. Player additions may be made by notifying the league and the next opposing captain 24 hours in advance of the team's next scheduled match. The player may play in the subsequent match but their fee is due before a second week's match is played. Failure to pay the fee in the required timeframe will result in forfeiture of any sets played by the added player.
6. Players are allowed to change teams once during the season. The transferring player must take off the following week after reporting the change to the league. The Executive Committee will announce a deadline after which no transfers will be allowed for the balance of the season.
7. The Executive Committee will also announce by week three, the minimum number of weeks that a player must be present during the regular season to be eligible for post-season play.

MATCH STRUCTURE

1. Each match consists of 8 "sets". Each "set" is a race to 2 games. All sets are to be played at each match. The total number of games played will be between 16 and 24 games. If the match ends tied 4-4, then there will be an additional tie-breaking set. At the end of the match, the complete results will be reported: match winner, the final set score (8-0, 7-1, 6-2, 5-3; or 5-4 in case of tie-breaker), and in addition the total number of games won and lost, (including the tie-breaker), are to be reported. Any forfeited sets will be reported as having had a game score of 2-0. With a short season, there is a high probability that tie-breakers will be of importance in establishing playoff qualifying or playoff seeding.
2. The match is divided into two rounds. Captains exchange line-ups at the start of each round. The first round consists of 4 sets. At least 3 different players must shoot in each set of the first round. The second round consists of 4 sets. No player may shoot in more than two of the eight sets: twice in the first round, once in each round, or twice in the second round. In the case of a tie-breaker, a player may shoot in a third set.
3. A player has one minute to shoot*. If a coach is called during this 1 minute, the player's time to shoot will be increased to 90 seconds. The referee must give a 30 second and a 15 second warning. *("one minute to shoot" is interpreted to mean, if the shooter is not in a shooting stance by the end of the allotted time or if he or she comes out of a shooting stance without taking a shot after the allotted time has expired, the shooter has committed a foul).
4. One coach call is allowed per game. A coach will be designated for each round.
5. The team not breaking in game one of a set provides the referee for that entire set. The visiting team breaks the first game of each odd numbered set and, if necessary, the third game of that set. The second game of each set is broken by the player who did not break in the first game. The home team breaks the first game of each even numbered set. The visiting team breaks the first game of any tie-breaking set.

RULES OF PLAY

1. The games are played in accordance with general BCA rules and 9-Ball rules. This is the link to the 9-Ball rules: playcspool.com/bcapi-rules.html
2. While not noted in the BCA rules documentation which is linked above, there is no calling of shots, and all standard foul rules apply including the "legal shot" requirement.
3. For our matches, there are the following exceptions to BCA rules:

- a. 3 consecutive fouls is not loss of game
- b. A legal break occurs when initial cue ball contact is with the #1 ball AND a numbered ball is pocketed OR 4 numbered balls hit a rail. A cue ball pocket scratching or not is not a determinant factor. In the case of an illegal break, the balls must be reracked. The opposing player has the choice as to who will take the break shot. In the case of a cue ball scratch during an otherwise legal break, the opposing player gets ball-in-hand anywhere on the table.
- c. While there isn't any calling of shots in 9-ball where the referee can easily point out an illegal call, we will adopt our 8-ball procedure to warn the shooter if it appears that an illegal shot is about to be attempted. The shooter of course may choose to make an illegal shot as strategy often dictates in 9-ball. Notwithstanding the preceding, shot accountability rests solely upon the shooter.
- d. After a foul in which the cue ball either remains on the table OR is pocketed, it is the job of the referee to indicate to the appropriate (incoming) player that a foul has been committed. After such indication the incoming player may place the cue ball on the table without the cue ball having to be handed to him/her by the referee.
- e. Jump shots are not allowed.
- f. Fouls by Touching Balls:
 - Cue Ball before the shot: Moving the cue ball before the shot, even accidentally, is a foul, with ball-in-hand going to the incoming player.
 - Numbered balls before the shot: Inadvertently moving or touching a numbered ball before the shot is not a foul. The referee will restore the ball to its original position and play continues.
 - Cue Ball or Numbered balls during or after the shot: Moving, touching or changing the path of any ball is a foul, with the exception of the normal tip-to-cue-ball forward stroke contact of a shot. Ball-in-hand is awarded to the incoming player; referee does NOT restore any ball position.
- g. BCA rules prohibit "double hits" which are assumed to happen whenever a cue ball is shot in the direction of a ball which is frozen against it. This rule is not enforced, however the rule that the cue stick may only be in contact with the cue ball for the instant of striking the shot is enforced. Prolonged cue stick to cue ball contact is a foul.
- h. The BCAPL/CSI rule that calls for loss of game after three consecutive fouls is not enforced.
- i. If an individual set is forfeited, the non-forfeiting team is recorded as having won the set by a game score of 2-0. If an entire match is forfeited, the result is recorded as a match win/loss but set scores are not posted. However, if the two teams wind up in a head-to-head tie-breaker, then sets are included with a score of 8-0.
- j. A pocketed Ball is a ball that drops off the bed of the table into a pocket and remains there. A ball that rebounds from a pocket back onto the table bed is not a pocketed ball.